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GAMES
A DIVISION OF T•HQ, INC.

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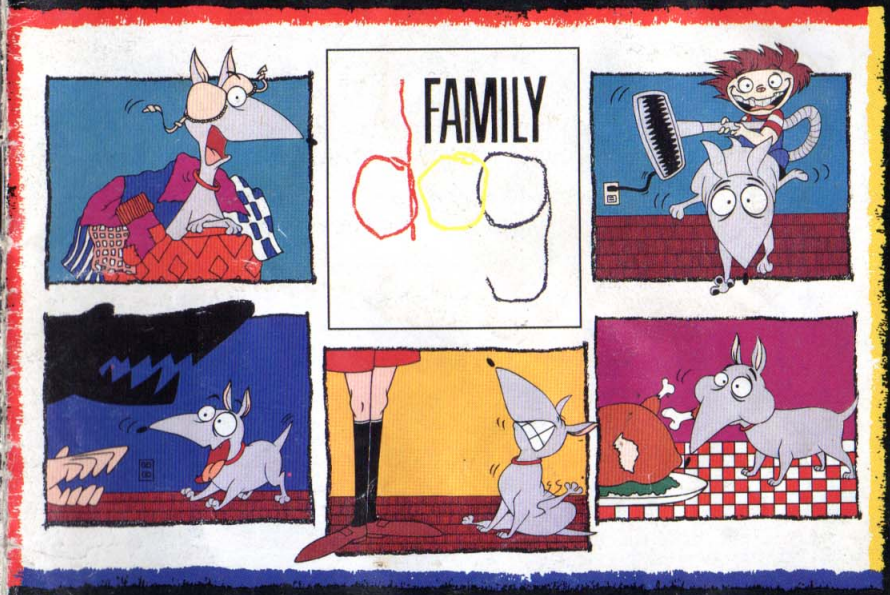

INSTRUCTION BOOKLET

MALIBU
GAMES
A DIVISION OF T•HQ, INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION

Thank you for purchasing **Family Dog** for play on the Super Nintendo Entertainment System. We hope you enjoy many hours of non-stop fun as you witness the American family at its best through the eyes of the family pet.

What starts as a regular day at home ends up as a fight to survive the attention of the young master of the house. Ordinary objects like vacuum cleaners, books and toasters take on a whole new meaning to a pint-sized pooch. Get ready for canine comedy in this warm tale for the whole family!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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MADE IN JAPAN

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GOOD DOG, GOOD DOG!

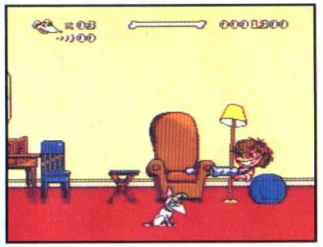
The first part of the adventure takes place at the tranquil Binford home. Young Billy is left to entertain himself with his multitude of toy weapons and his lovable family dog. Unfortunately, you get to play the dog. Dodge darts, balls and an occasional run-in with a vacuum cleaner to make it through the house. You'll need to use every bit of your natural canine ingenuity to make it to the safety of Billy's mom, Bev. Just be careful not to scratch those fleas near her or it's off to the kennel.

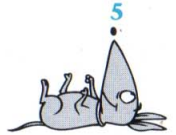
Which brings up part two. You must engineer a daring daylight escape from a maximum security compound. Avoid killer dogs, mean guards and enough obstacles to truly hound you. Make it out and travel through a nasty forest filled with bats, traps and dangers designed to return any stray mutt to the pound!

STARTING THE GAME

Place the **Family Dog** game pak into the Super Nintendo Entertainment System and turn the machine on. Press the Start button when the title page appears. You'll begin the game in the Binford home.

There are many areas accessible to Family Dog that you may not normally see a dog. For instance, bounce high on a couch or chair to land on a picture frame or shelf. Use these areas to avoid enemies and find treats. Remember, although you may be hounded from time to time by Billy, your reflexes are faster!





CONTROLLER FUNCTIONS

Listed below are the controller functions for Family Dog. Take the time to master the movements so it becomes second nature to think like a dog.

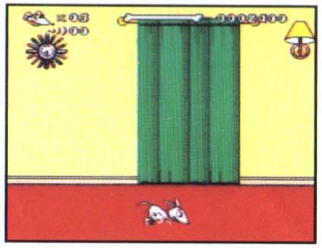
CONTROL PAD FUNCTIONS:

Left/Right — Family Dog walks or trots left or right. Dog snuffles ground or sniffs air if he smells something. He'll also eat from his bowl (a check-point) if he passes it.

Up — Climb up stairs and inclines as well as go into doors and windows.

Down — Makes Dog "duck down" (useful when avoiding enemy "barks"), dig into ground to uncover hidden treats if he smells something and climb down stairs.

Up/Down — Up when Dog is going up, and down when Dog is going down will extend his bounces.



CONTROLLER FUNCTIONS, cont.

OTHER FUNCTIONS

Start Button — Pause/unpause during game play. Music stops while game is paused.

Select Button — Use to skip movie sequences.

A Button — Jump. Left and right can be used while midair. Pressing Up on the control pad increases his jump.

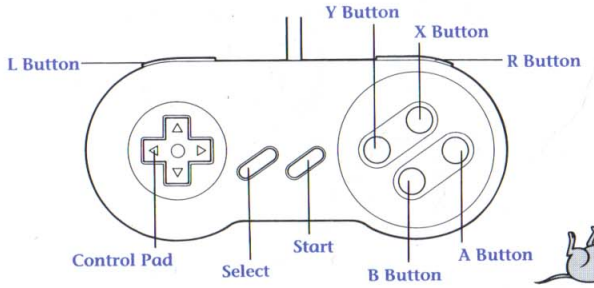
B Button — Jump. Left and Right can be used while midair. Pressing up on the control pad increases his jump.

Y Button — Bark.

The buttons can be used in combination with the control pad for a couple of special effects:

X Button + **Left or Right** arrows - Family Dog sprints.

A or B Button + **Up** or **Up/Right** or **Up/Left** on the control pad - Perform a Super Jump.



GAME RULES

Living Room — Family Dog must avoid cats, toys and especially pesty Billy to make it out of the living room. Collect the tennis ball to earn a bonus round after the hallway.

Hallway — Billy is hot on your trail, so you'll have to outwit the little monster.

Living Room — Look for the bonus round item in this level—a plate. Since the master of the house isn't in the living room, the dog must make it to the kitchen to find protection.

Hallway to Kitchen — Hit the ground running! Billy has a high powered soaker gun aimed at you-know-who!

Kitchen — Bev isn't here, but she did leave a few appliances on...There's also a bonus round boomerang hidden somewhere here.

Hallway to back door — Billy wants to clean his dog. Unfortunately, he's decided to use the super-powered vacuum cleaner. Run for it!

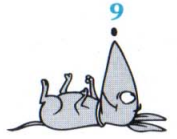
OFF TO THE KENNEL

Kennel Interior — Duck under enemy dog's barks and try to find help in your escape plan.

Kennel Exterior — Find a safe way to the ground. Look for jutting ledges.

Kennel Grounds — Defeat all German Shepherds and escape by beating the warden at the gate. You'll need to hit the gate box five times with barks or contact to be set free.

Woods and Trees — Keep moving to the right! Bounce on tree limbs and find your way home.



THE STATUS AREA

The top of the screen is the status area. The data listed (from left to right) is: number of lives, number of Super-barks available, health meter (measured by the length of the bone), and total score.

If you lose all of your lives the game is over. You can continue from certain locations in the game, but when you do this, the Super-barks and accumulated points go back to zero.

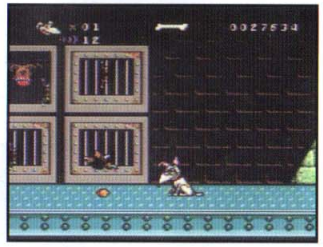
Special Note: You may wish to save discovered bones until you need them. As you explore various areas of the game, you will no doubt encounter dangers that require a bone or two to heal from.

DIGGING UP TREASURES

As you walk through the levels, every now and then Family Dog will sniff out a treat. Press the **Down** direction on the control pad to examine a floor for a treat. The treats are as follows:

Bone:	Extends the health meter.
Cheese Treat:	Gives you Super-barks.
Peanut:	Adds 1,000 points to your total.

Special Note: You can gain extra treats if you sit on a television and press **Down**. You may even see a wonderful show!



FETCH! THE BONUS GAMES

There are bonus games in Family Dog where the object is to retrieve a thrown object from Billy before it messes something up. These challenges hone your sprinting ability and timing to give you the necessary level of skill to make it through later levels.

Avoid blocks on the ground, they really slow you down. If you start before Billy tosses the object in the tennis ball and boomerang bonus games you'll automatically go back to the starting position. Grab five fetches successfully and you will earn an extra life! Family Dog retrieves tennis balls, plates and boomerangs.

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
Malibu Games warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Malibu Games will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Malibu Games Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Malibu Games service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

Malibu Games
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

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REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90 day warranty period, you may contact the Malibu Games Consumer Service Department at the phone number noted. If the Malibu Games service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to Malibu Games, enclosing a check or money order for $10.00 payable to Malibu Games. Malibu Games will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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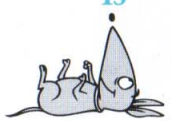

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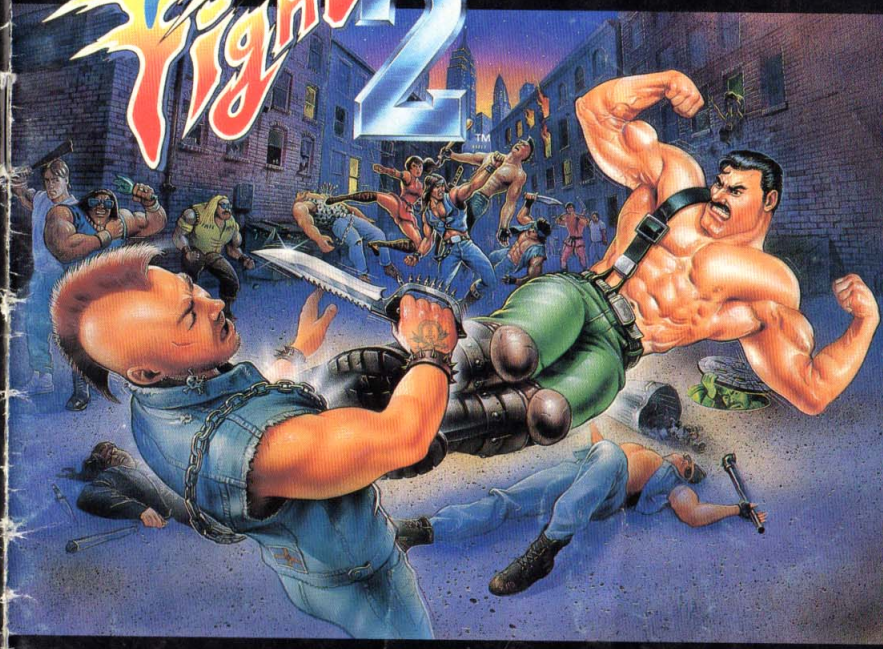

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